

VISIT...

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Tutor Teaching Tips

Caribou Man (T)

MATERIALS

Leveled reader

Graphic organizer

Game cards

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *Have you ever wanted to be a better student, or a better son/daughter? What kinds of things have you done to become a better person?*

PREVIEW THE BOOK: Show the child the front and back covers of the book, and read the title. Ask: *What do you think this book is about?* If necessary, explain that a caribou is like a large deer. Tell the child that this story was taken, or adapted from, a longer Eskimo folktale.

Have the child look at the pictures to see what the story might be about. Tell the child how to pronounce the name of the birds in the illustrations on pages 8–9.

During Reading 10–15 minutes

Ask the child to read pages 3–15 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child to retell the part of the story he/she read on pages 3–15. If necessary, prompt by asking: *What else happened?* Have the child predict how the story might end.

GRAPHIC ORGANIZER: After reading pages 3–15, have the child write the names of the main characters, and where and when the story takes place. Then have him/her begin to write the main events of the story in the order in which they happened. Help him/her find the information in the book and read it aloud before recording it on the graphic organizer.

CRITICAL THINKING: Ask: *Do you think Onhgarouk should have left his family? Why or why not? What do you think is the purpose of stories such as this?*

VOCABULARY GAME: Review the meanings of the prefixes *dis*, *re*, and *un*. (*dis*: not or opposite of; *un*: not or opposite of; *re*: again) Spread the game cards with prefixes face down on one side of the table and the game cards with words face down on the other side. Have the child turn over a prefix card and a word card. If the cards make a word, the child can keep the cards. If not, the child turns the cards over. It is now your turn.

Home Connection

Have the child finish reading the book at home and complete the graphic organizer.

Main Characters		Setting (Time and Place)	
Sequence of Events			
1			
2			
3			
4			
5			
6			
7			
Moral			

INSTRUCTIONS: Use the book to find the characters, setting, and story events to record on the graphic organizer. Then write the moral, or the lesson, the storyteller wanted the reader to learn from this story.

Leveled Reader

 Game Cards

Caribou Man (T)

re

consider

re

try

dis

appear

dis

obey

dis

like

dis

agree

un

safe

un

lucky